

Figure 1 is a block diagram illustrating the system architecture. The system consists of three main components: a Management Center 110, a Digital Content Playing Device 120, and a Distributing Recording Medium  $\alpha$ .

The Management Center 110 includes a Piece Data DB 111, a Charging DB 114, a Software DB 115, a Control Section 112, and a Communication Section 113. The Digital Content Playing Device 120 includes an Output Section 122, a Memory Section 125, an Operation Section 123, a Play Copy Section 124, a Communication Section 126, and a Control Section 121. The Distributing Recording Medium  $\alpha$  includes an Input Section 141, a Control Section 142, a Recording Section 143, and a Piece Data Memory 144.

A Bank or Credit Card Company 130 is connected to the Communication Section 113 of the Management Center 110 and the Communication Section 126 of the Digital Content Playing Device 120. Bidirectional arrows indicate data flow between the Communication Section 113 and the Communication Section 126, and between the Control Section 121 and the Communication Section 126. A large double-headed arrow connects the Management Center 110 and the Digital Content Playing Device 120. Arrows labeled  $\alpha$  and  $\beta$  indicate data flow from the Management Center 110 to the Digital Content Playing Device 120 and from the Digital Content Playing Device 120 to the Distributing Recording Medium  $\alpha$ , respectively.

Fig. 2

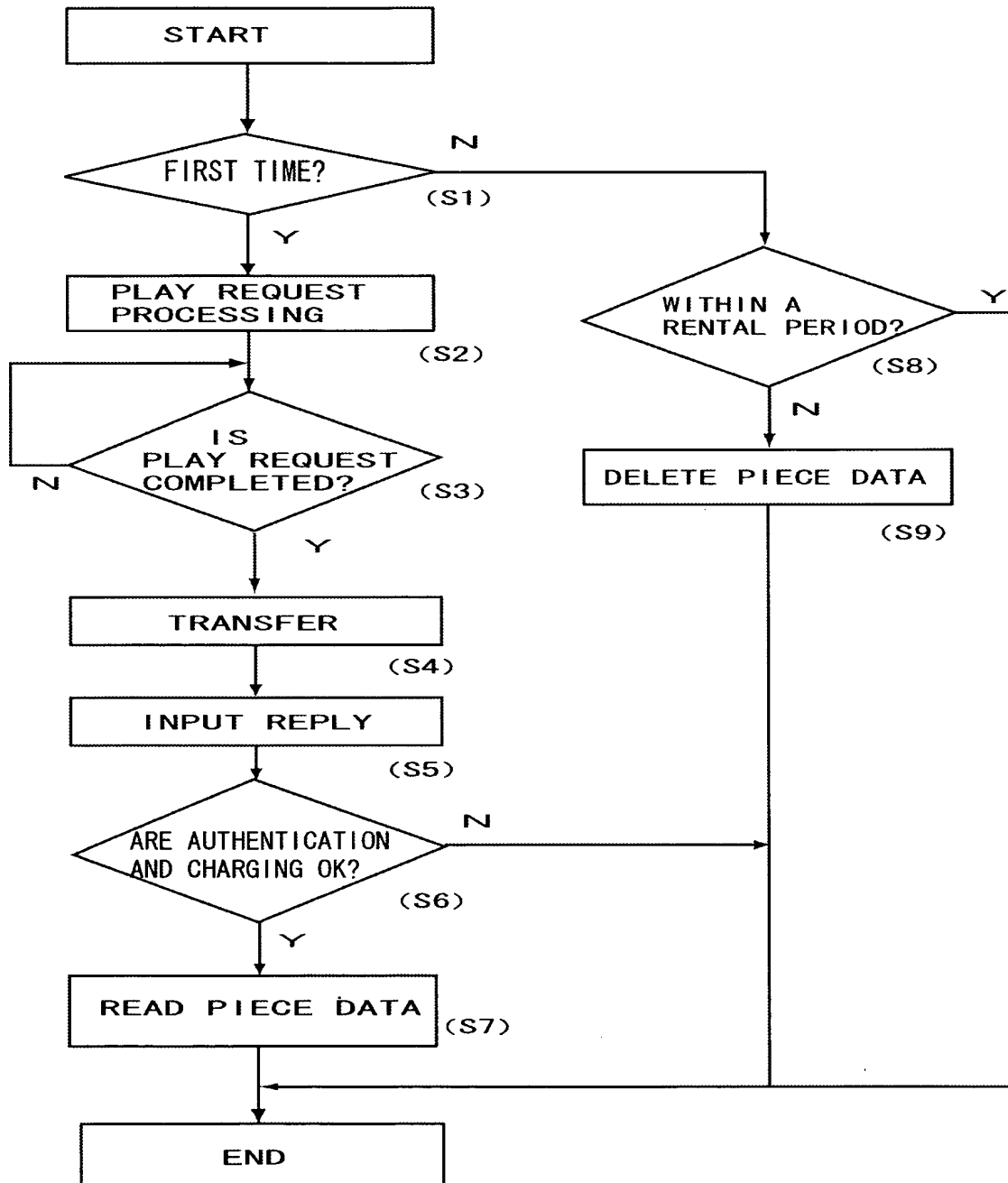


Fig. 3

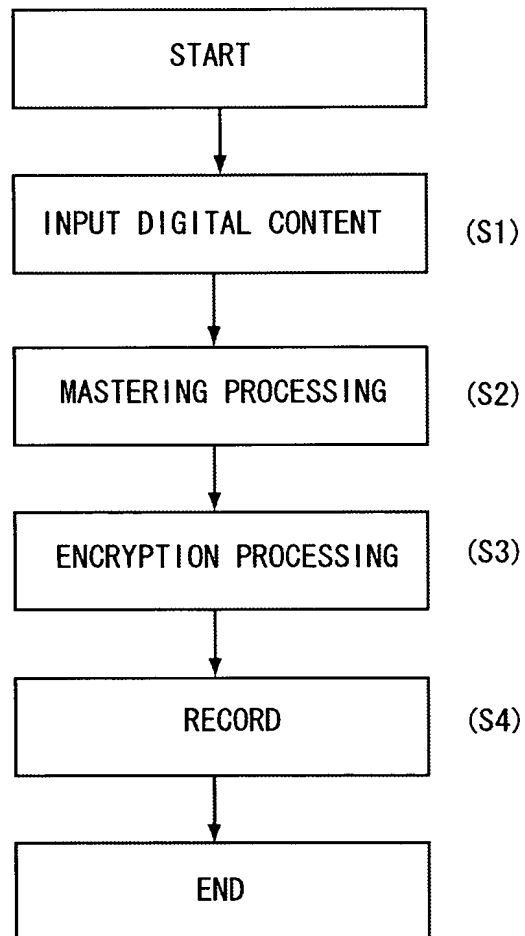
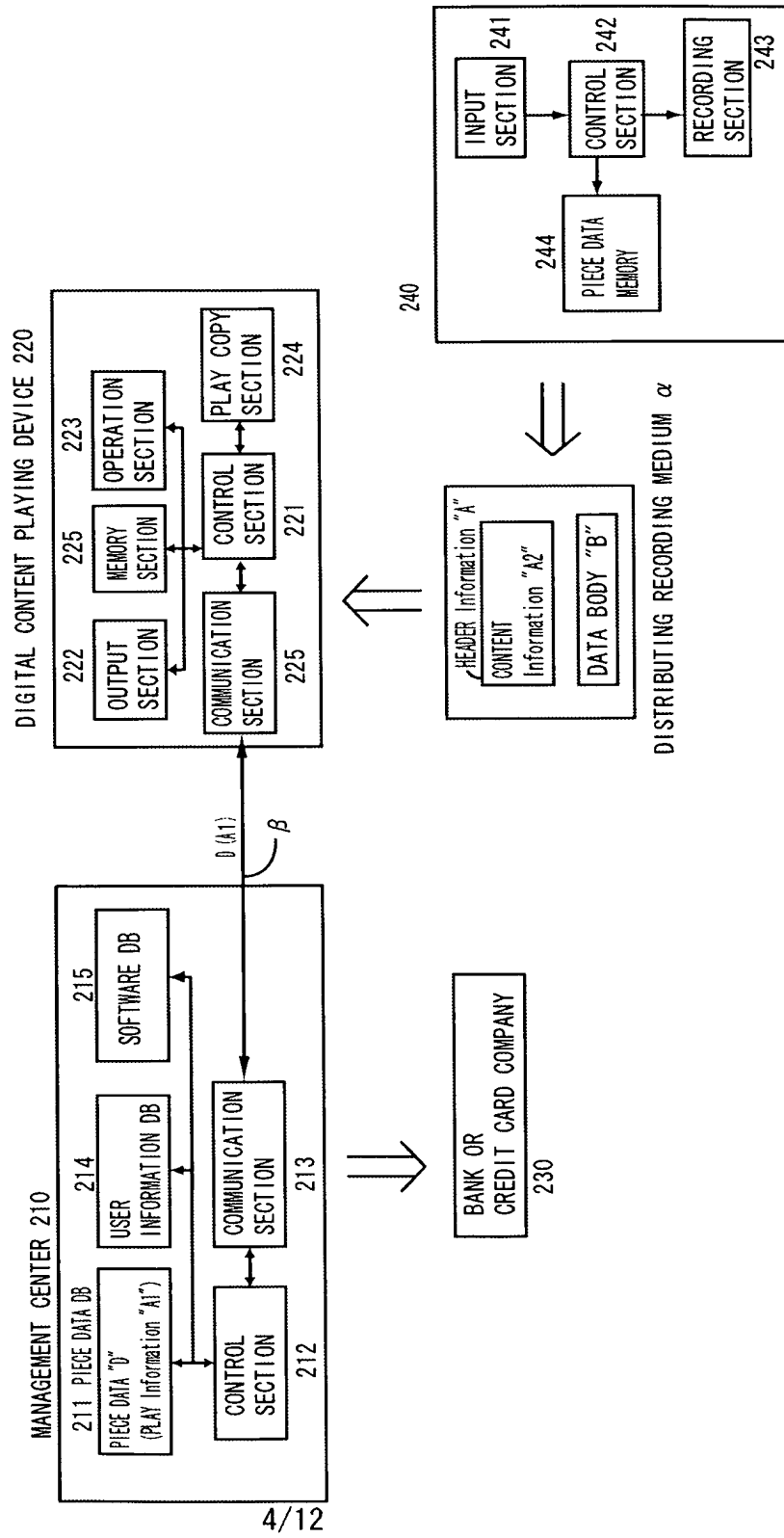


Fig. 4

200



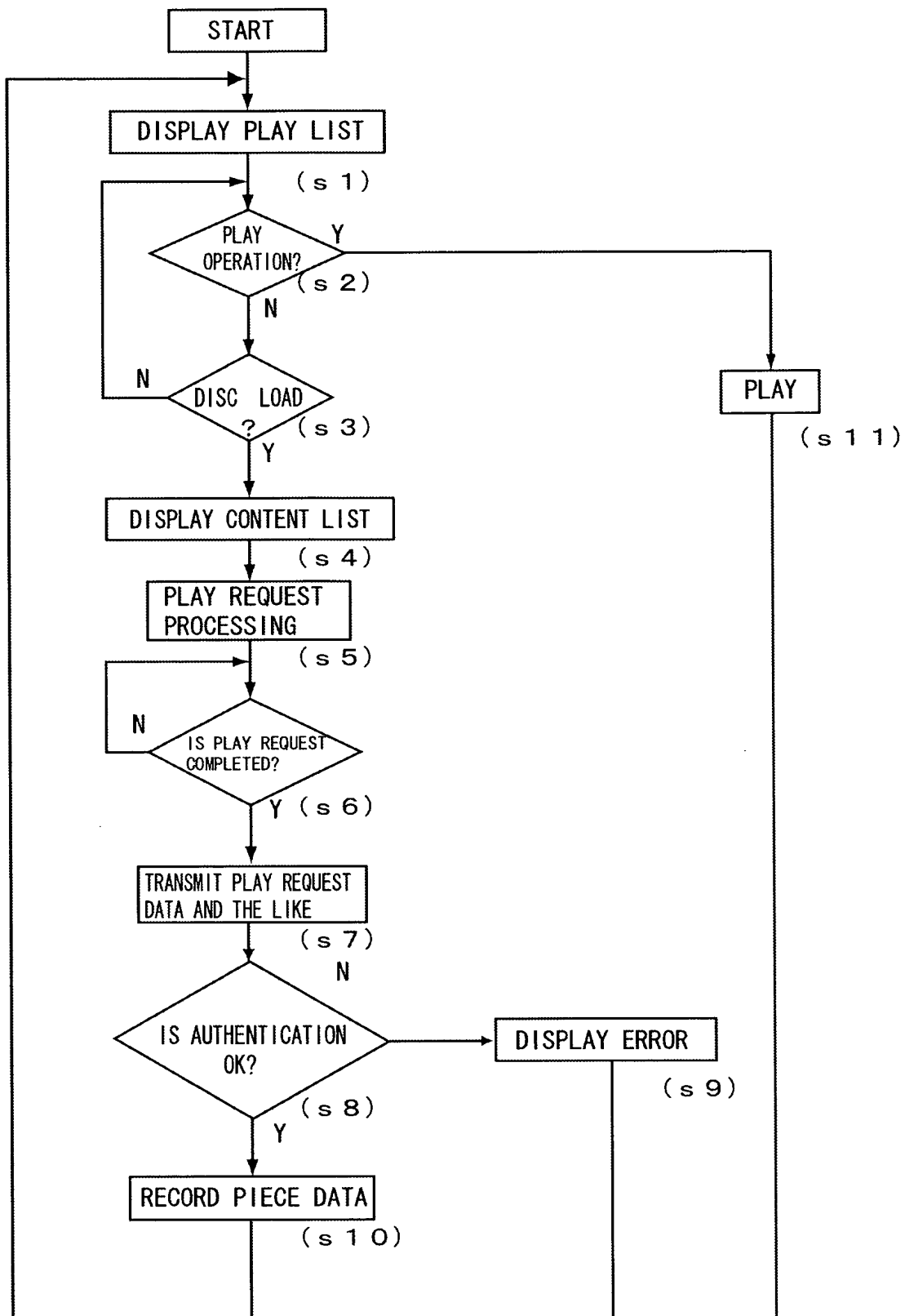


Fig. 6

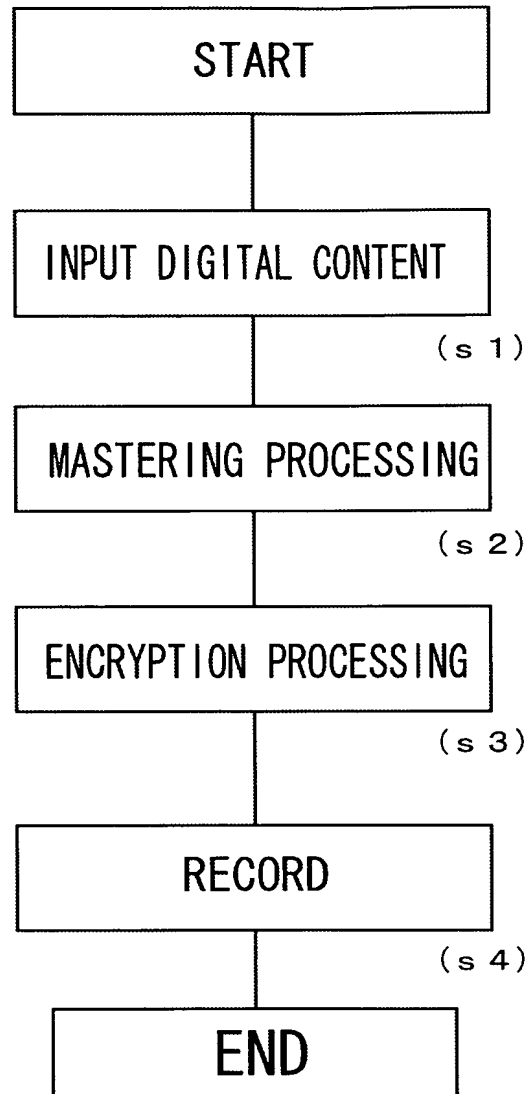


Fig. 7

300

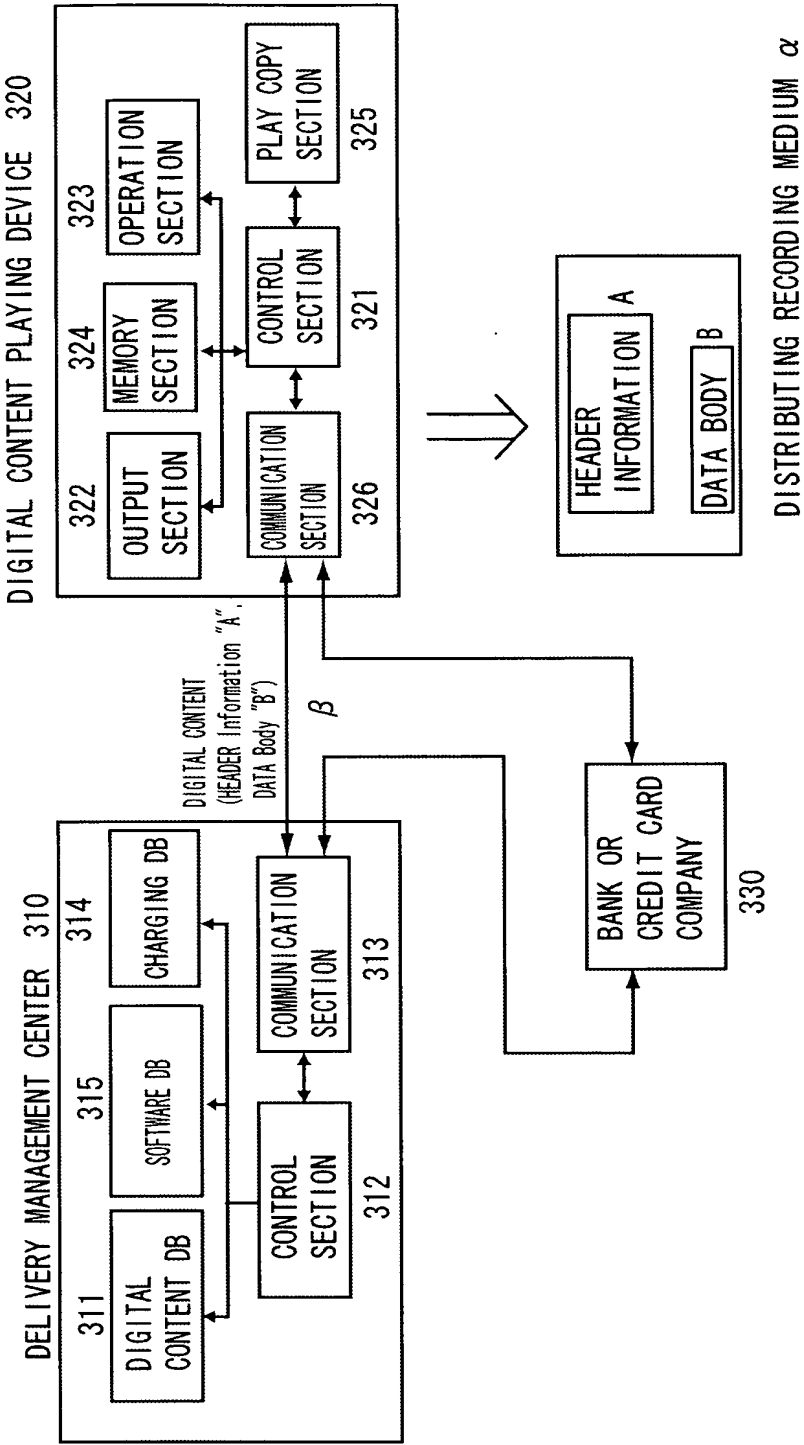
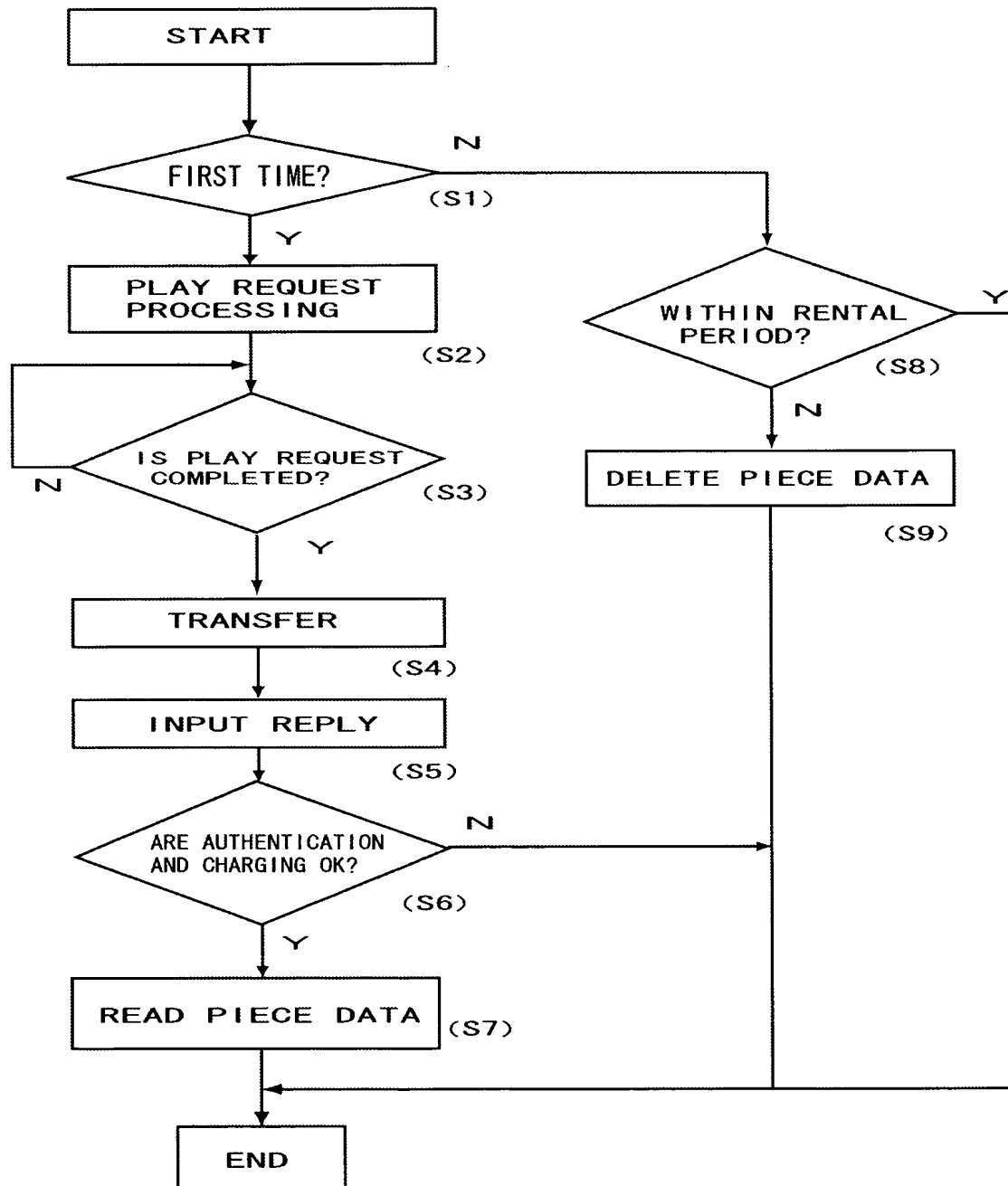


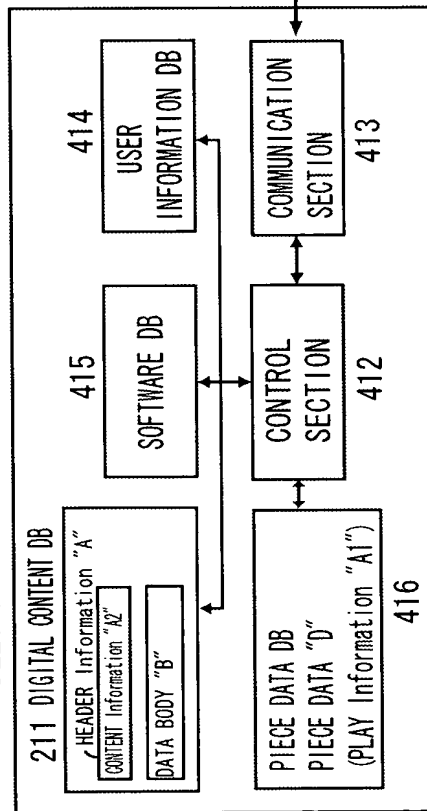
Fig. 8





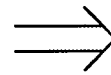
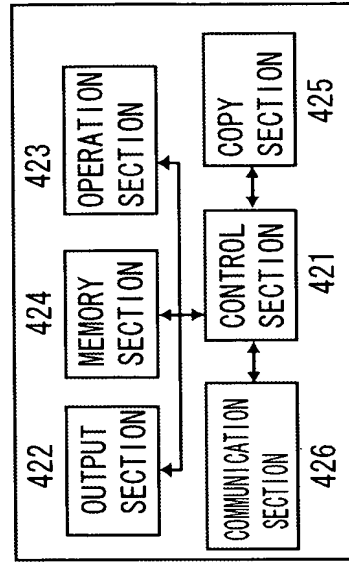
400

DELIVERY MANAGEMENT CENTER 410



9/12

DIGITAL CONTENT PLAYING DEVICE 420



BANK OR  
CREDIT CARD COMPANY

430

Fig. 9

Fig. 10

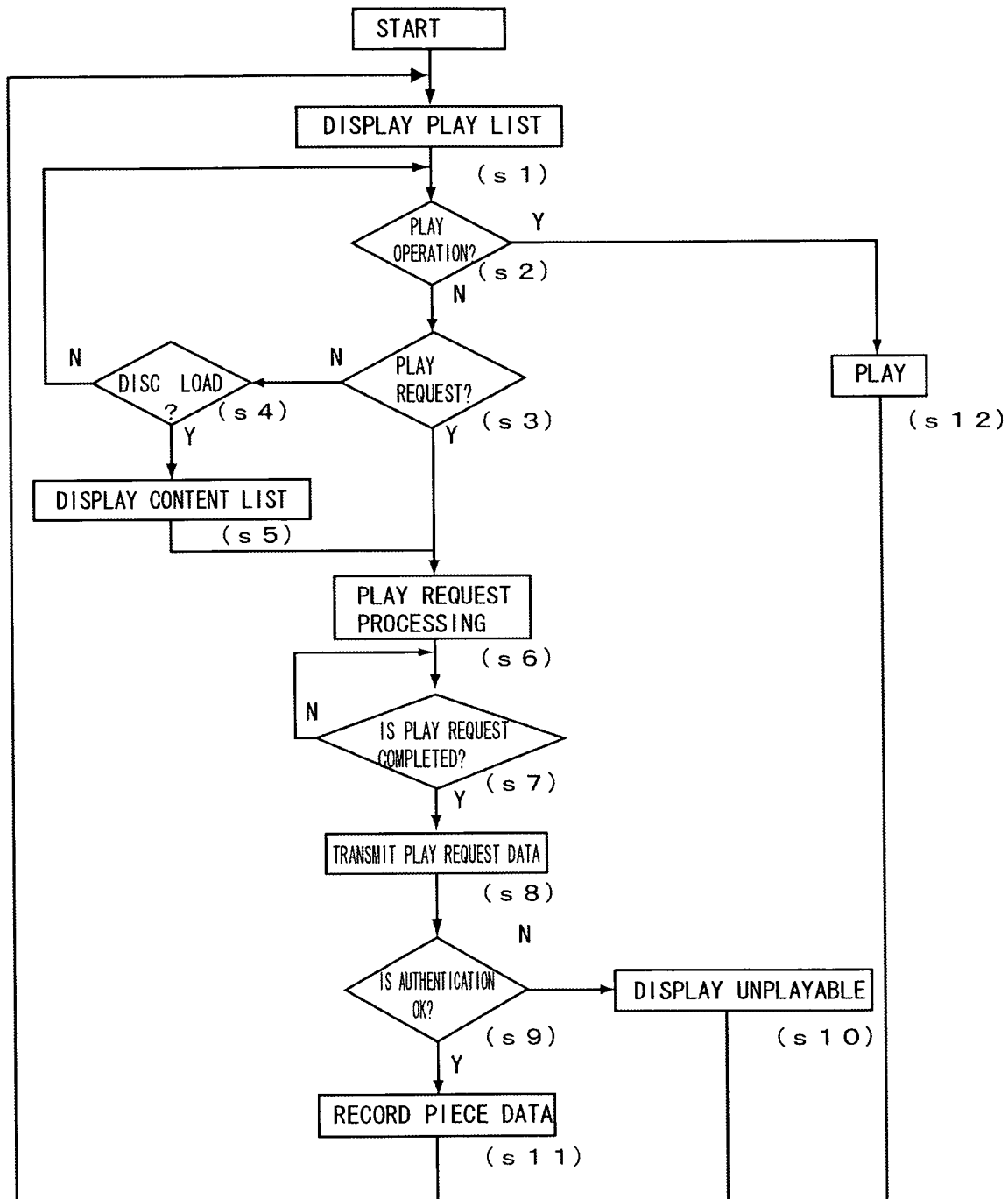


Fig. 11

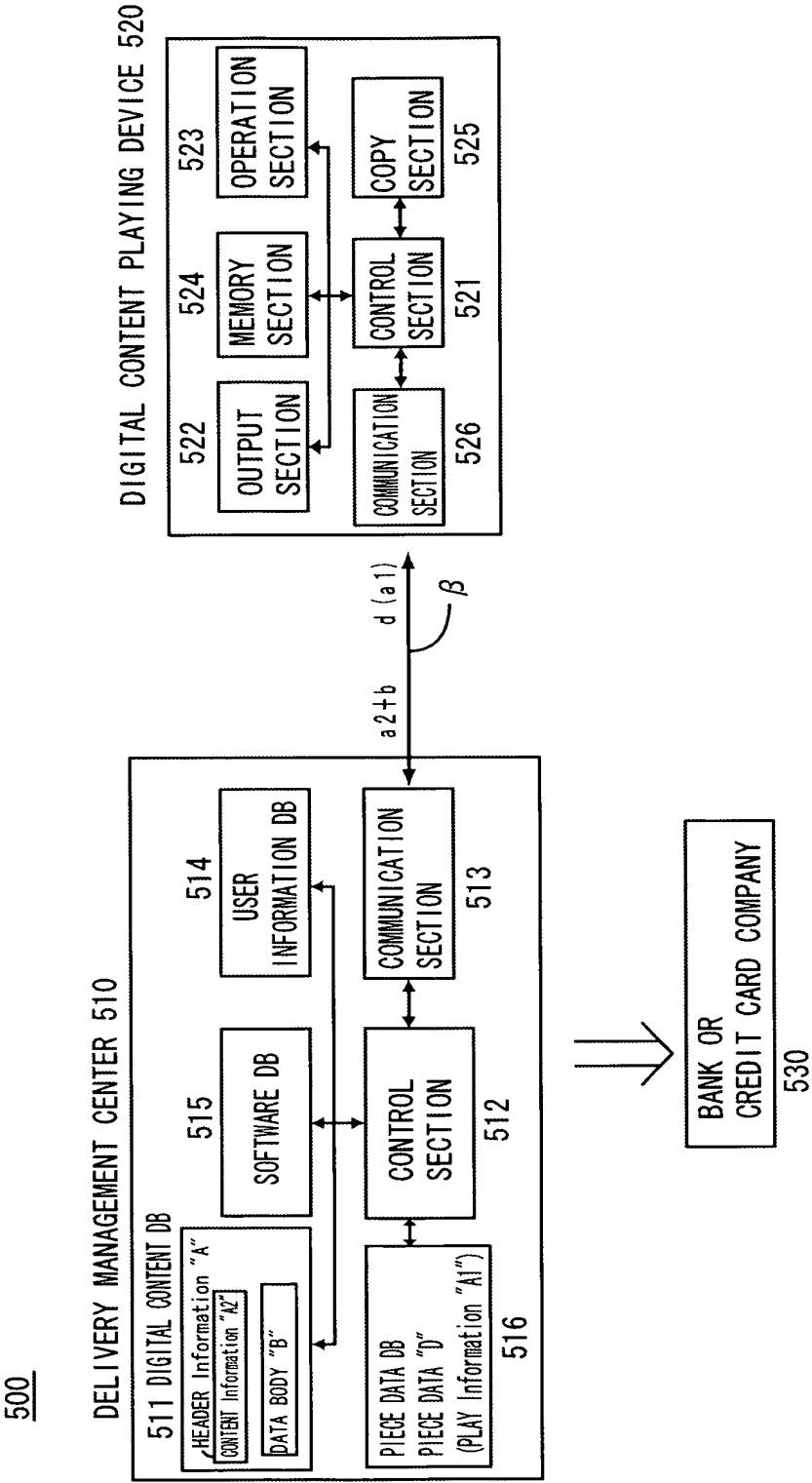


Fig. 12

